



RACE WITH THE STARS IN  
Ramsay Street

# Neighbours

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# NEIGHBOURS

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## ATARI ST LOADING INSTRUCTIONS

Remove all cartridges. Switch on the computer and place the **NEIGHBOURS** disk in the drive. The game then loads automatically.

## AMIGA LOADING INSTRUCTIONS

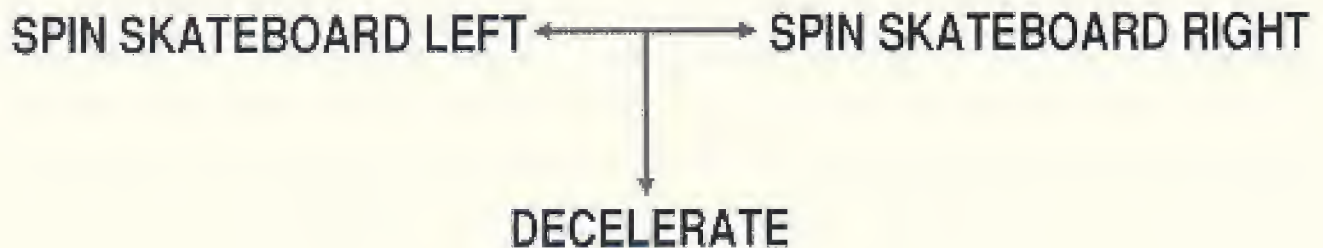
Remove all cartridges. Switch on the computer. When the "*Workbench*" prompt appears, insert the **NEIGHBOURS** disk in the drive, and the game then loads automatically.

## GAMESPLAY

Scott Robinson and his skateboard are controlled by a **JOYSTICK** connected to the relevant port on the 16-Bit computer.

- "P" Pauses game
- "Space" Unpauses game
- "Q" Quits present race whilst on pause

## JOYSTICK CONTROLS



## FIRE.ACCELERATE

Pressing **FIRE** on the loading screen begins the Neighbours computer game.

## THE ROBINSON'S GARAGE

This is the main selection screen covering all of the action in the races ahead. Use this screen to pick the characters that you wish to challenge to a race, the additional obstacles that you will come across on the tracks, and the type of skateboard that you wish to compete on.



## THE RACE CHALLENGERS

The following Neighbours characters, past and present, are selected by positioning the map of Australia above their name and pressing **FIRE**. A highlighted name indicates that the character has been challenged to appear in the races.

<b>CHARLENE RAMSAY -</b>	Go-Kart
<b>HENRY RAMSAY -</b>	Tractor Lawnmower
<b>MIKE YOUNG -</b>	Skateboard
<b>MATT ROBINSON -</b>	Motorbike
<b>BRONWYN DAVIES -</b>	Three Wheeled Motorcycle

## THE SKATEBOARDS

There are Three skateboards hanging up in Scott's garage, each with their own particular handling characteristics. Looking at them from Left to Right on the screen:

<b>BEGINNER'S BOARD -</b>	Average speed with smooth handling.
<b>INTERMEDIATE BOARD -</b>	Fast speed with sports handling.
<b>ADVANCED BOARD -</b>	Championship slalom board for experts only.

## SPECIAL OBSTACLES

At the bottom of The Robinson's Garage is a blanket covering special obstacles that can be included or excluded from the races.

Pressing Fire enables you to drag the blanket back to have more obstacles included. The more objects revealed, the more obstacles appear on the race track:

**DES CLARKE'S CAR**  
**TODD LANDER'S RADIO CONTROLLED CAR**  
**ERINSBOROUGH ZOO'S KANGAROO**

Clicking on **EXIT** after selections have been made starts the first race on Ramsay Street.

## RACE LOCATIONS

There are Eight individual races that make up the Neighbours Challenge. These races take place over the following locations, under the guidance of Harold Bishop:

**RAMSAY STREET**  
**LASSITER'S COMPLEX**  
**ERINSBOROUGH HIGH**  
**ANSON'S CORNER**

There are Two races at each location, each race consisting of two laps of every track. Each race scenario has its own particular layout and design, as well as obstacles relevant to that Neighbours location.



## POPULARITY METER

At the bottom of the racing screen, Scott Robinson's Popularity Meter is displayed as a large Neighbours logo. During the race, this will increase and decrease as the viewing audience judges Scott's performance in the race.

Colliding with popular characters will reduce your popularity, whereas picking up pieces of rubbish will increase your ratings in the eyes of the audience. Bonuses are awarded at the end of every race based upon Scott's current Popularity Rating.

If Popularity drops to Zero during the course of a race, Scott is automatically dropped from the series and the game ends.

The aim of the game is therefore to keep Scott's popularity high, whilst at the same time arriving in the highest possible scoring position in the race.

Your current position is indicated on the map of Australia, with Scott's score and laps completed shown on the opposite side of the screen.

## RACING

All players line up at the starting line at the beginning of the race.

Race around the track, avoiding obstacles as well as other contestants, and pass through the gates set up by Harold Bishop to mark out the agreed course. If you do not pass through all of the gates, you do not advance your score and you cannot win the race.

The Television Sets on the left hand side of the screen register the positions of the first Three characters across the line. On the Amiga version, the top Screen also acts as a Finish Line Scanner allowing the progress of your competitors to be monitored.

## RACE OBSTACLES

There are many obstacles littered around the Four locations that must be avoided at all cost!

Everything is now set for you to compete in Neighbours, one of the most popular TV series ever screened!!

Keep your popularity high, and go all out to push Scott Robinson in to the race Number One spot!!

<b>Program:</b>	Ian Copeland	<b>Graphics:</b>	David Taylor
<b>Music &amp; Sound FX:</b>	Adam Gilmore, William Hensel and Quex		
<b>Made in UK</b>			

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